

FOOT-0009260

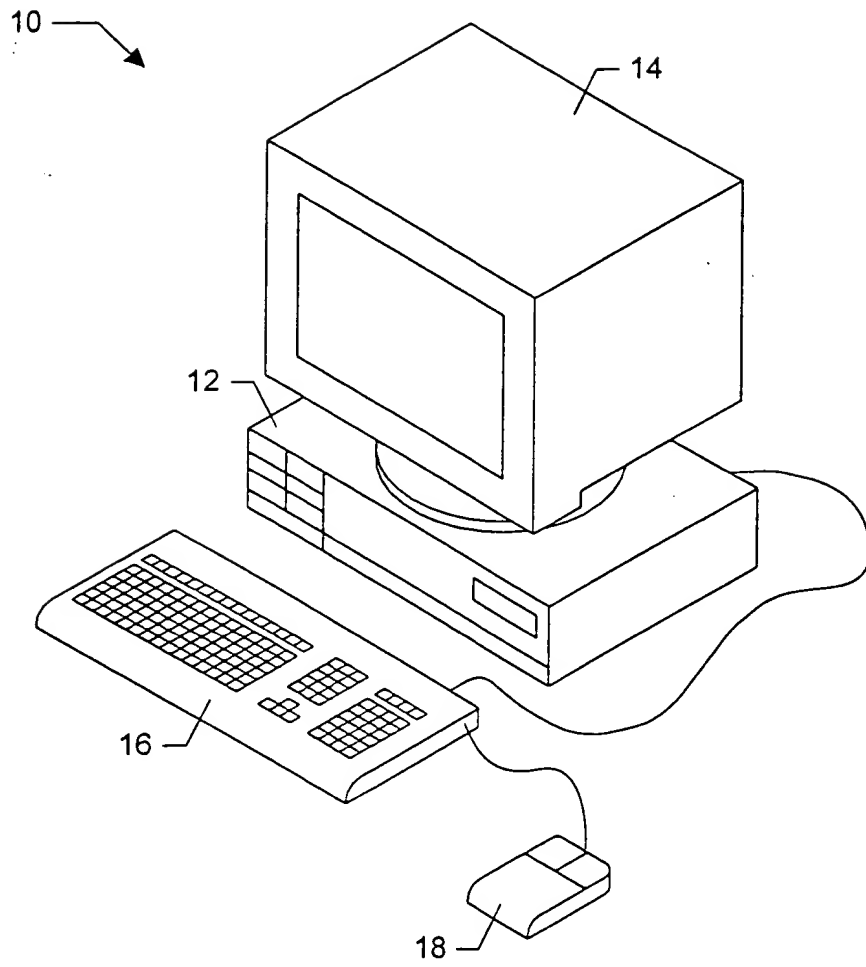


FIG. 1

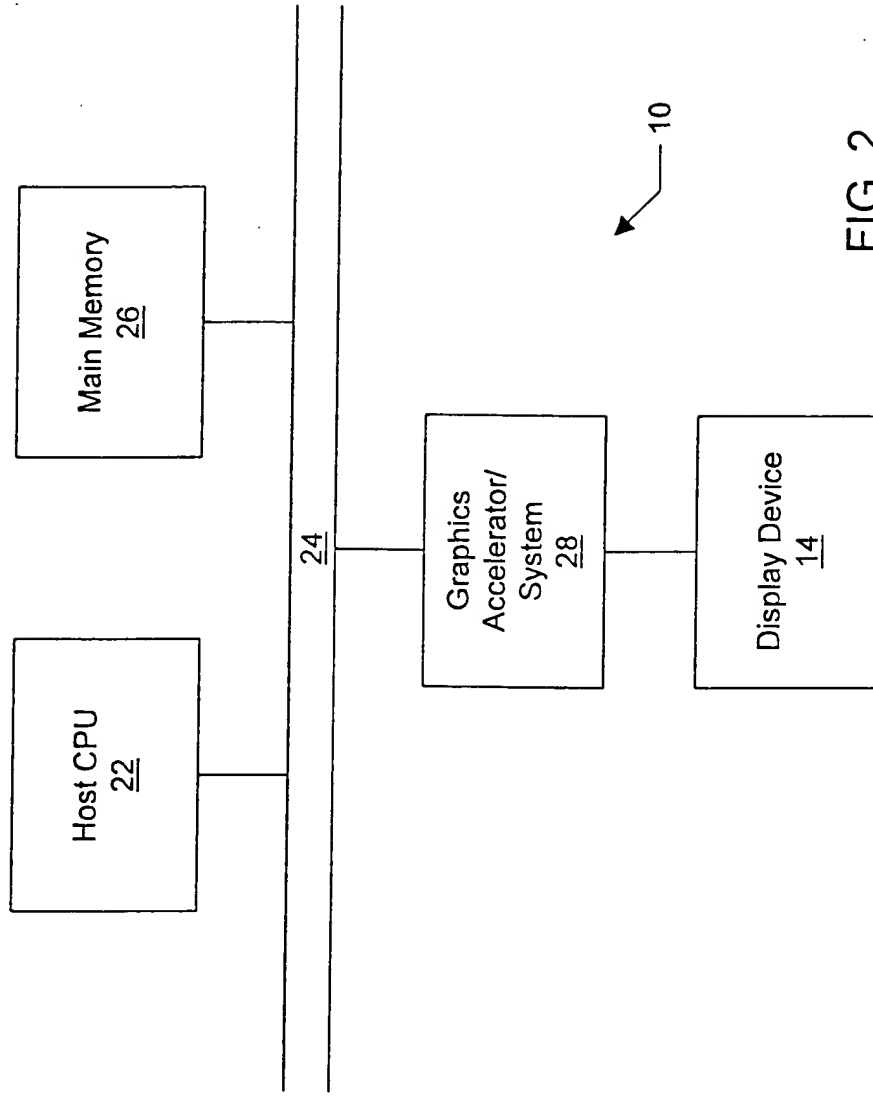


FIG. 2

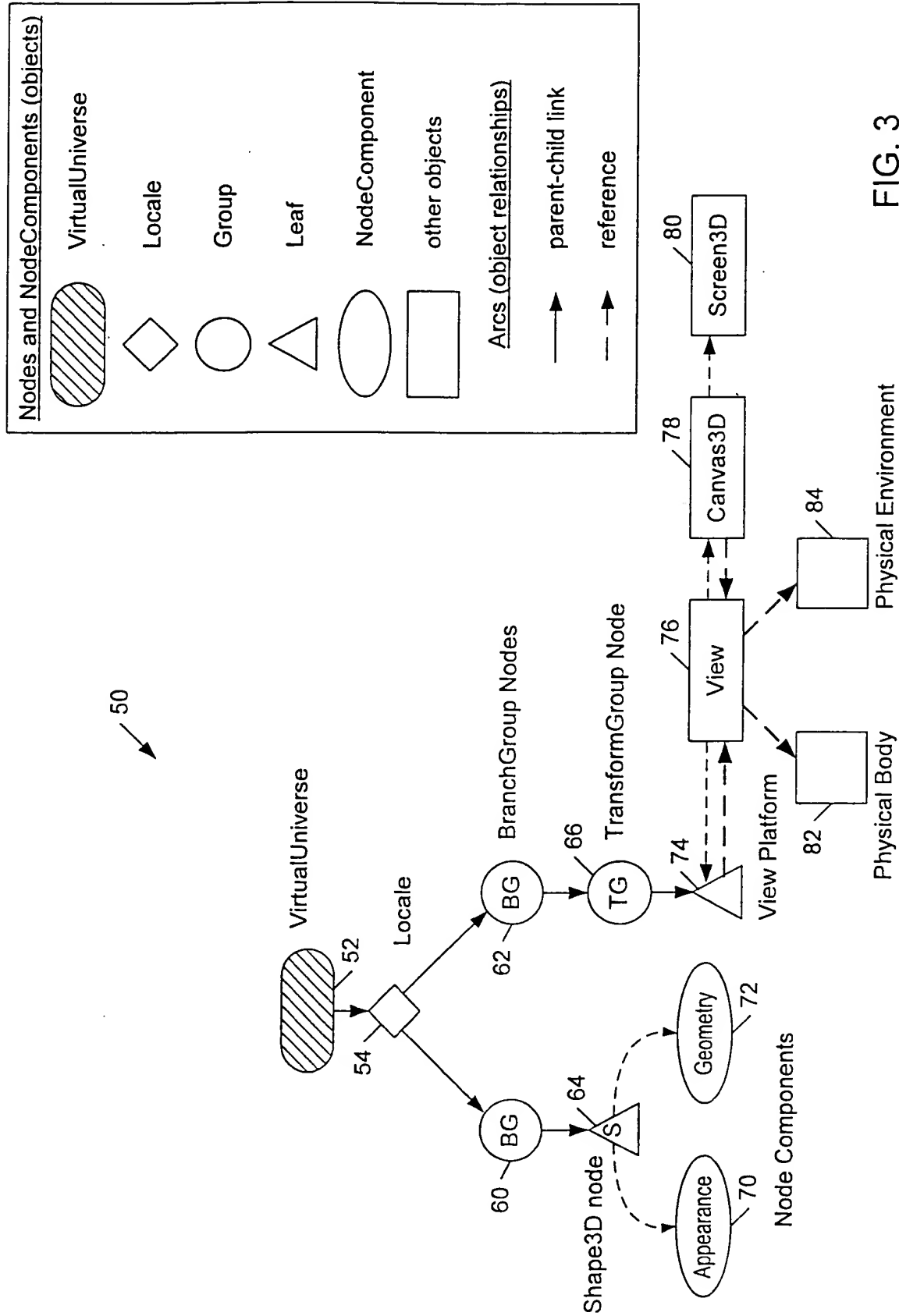
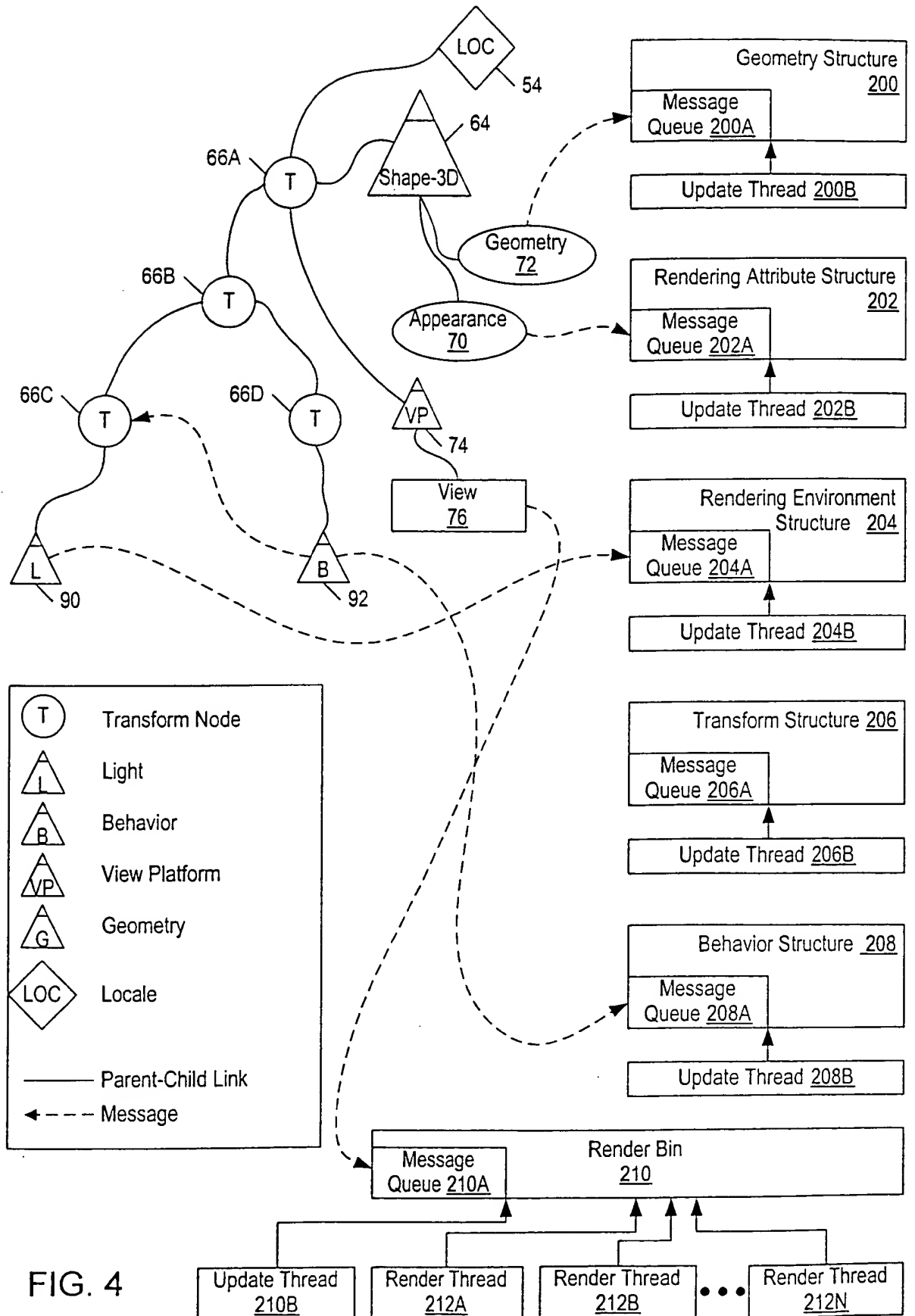


FIG. 3



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graph TD
    100([Start]) --> 102[Create Universe]
    102 --> 104[Create Children and Branch Graphs]
    104 --> 106{Tree Construction Complete?}
    106 -- No --> 104
    106 -- Yes --> 110[Traverse Tree]
    110 --> 112{Node Detected?}
    112 -- Yes --> 114[Generate Message "Insert Node"]
    112 -- No --> 116{View Detected?}
    116 -- Yes --> 118[Generate Message "Create RenderBin"]
    114 --> 120{Tree Traversal Complete?}
    118 --> 120
    120 -- No --> 110
    120 -- Yes --> 122[Set Time to Zero]
    122 --> 130[Invoke Master Control Thread]
    130 --> 132[Define Current Epoch]
    132 --> 134[Schedule Threads]
    134 --> 136{Execution Complete?}
    136 -- No --> 130
    136 -- Yes --> 138([Stop])
  
```

FIG. 5

FIG. 5

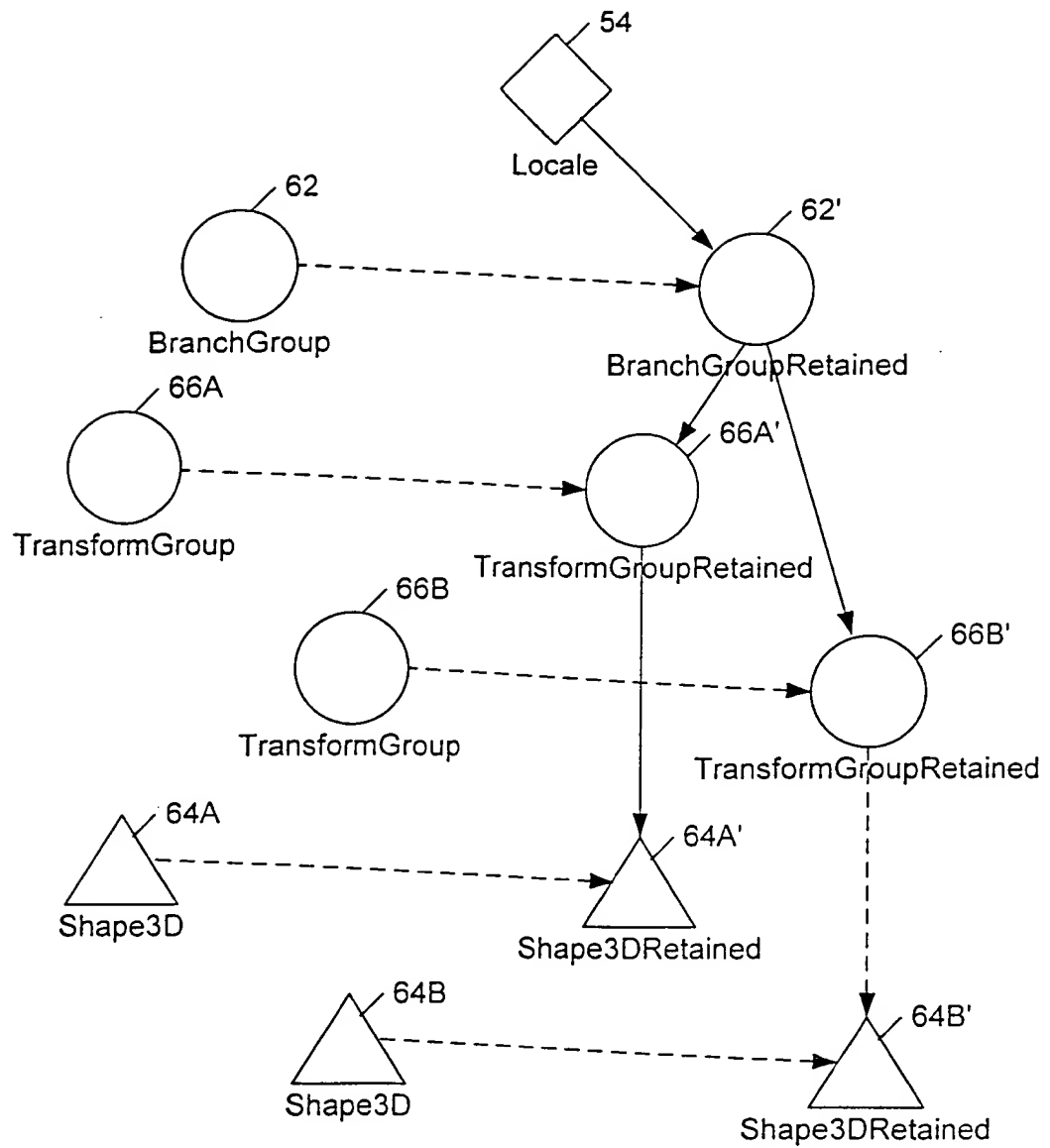


FIG. 6

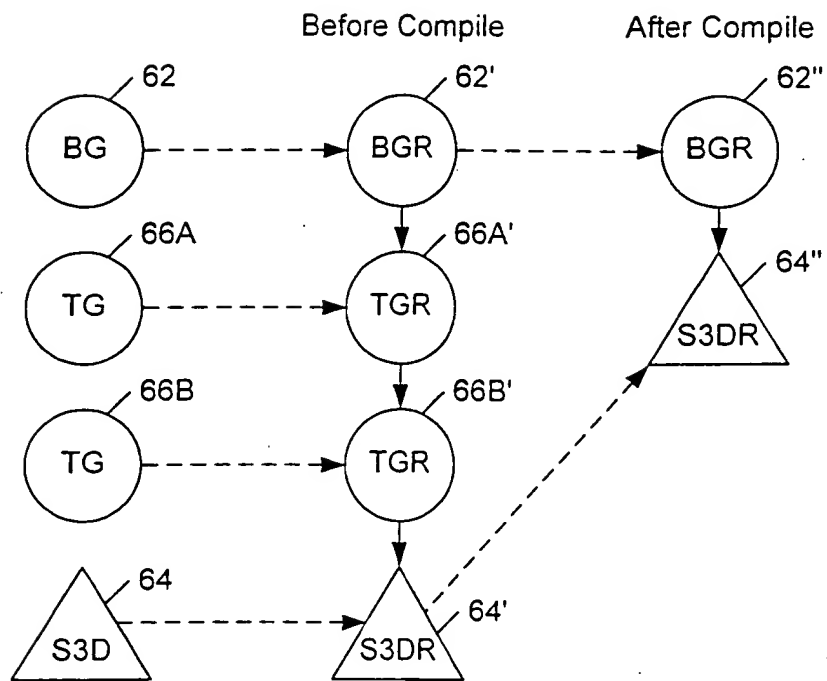


FIG. 7

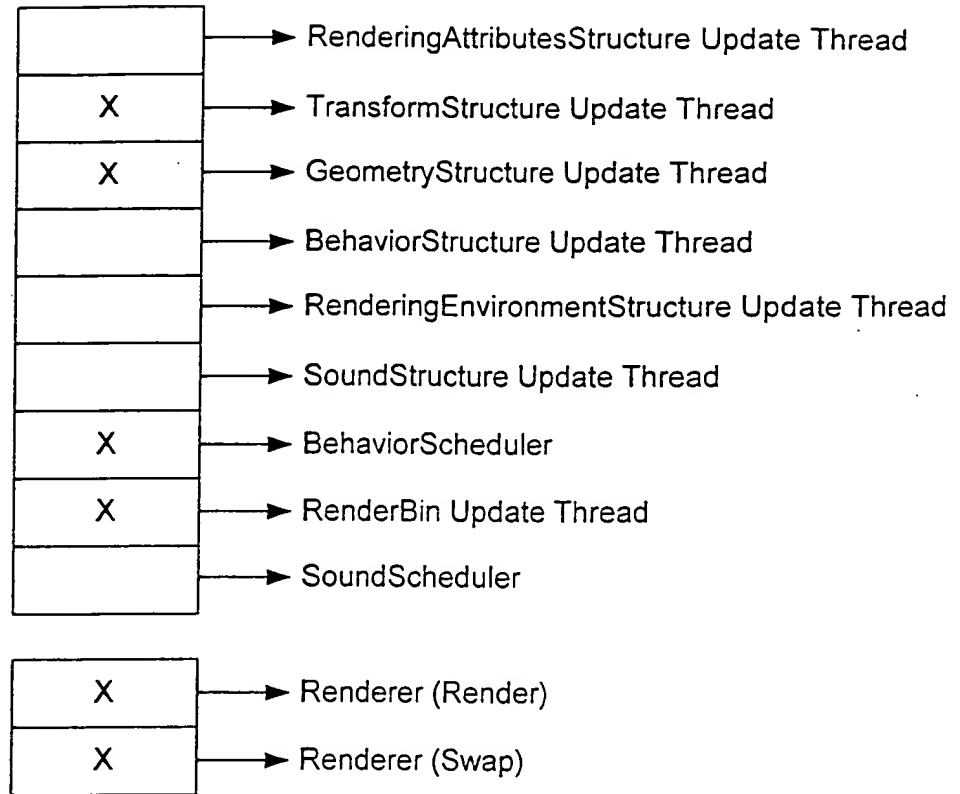
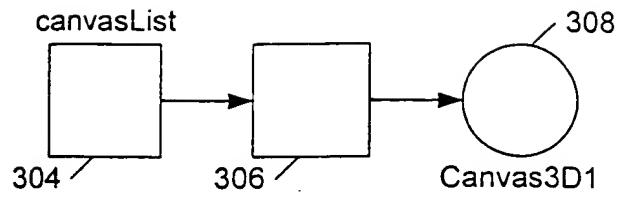
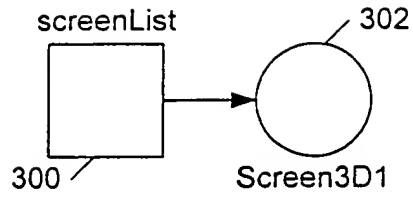
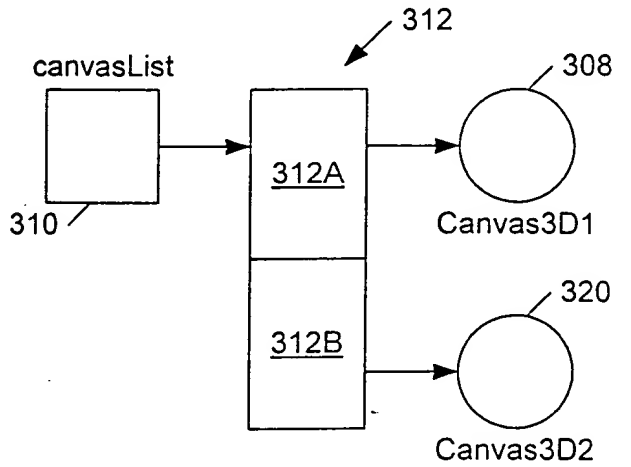
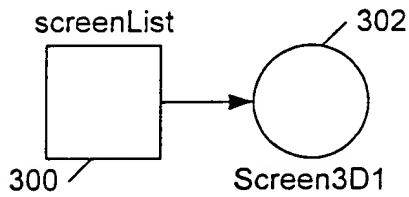


FIG. 8

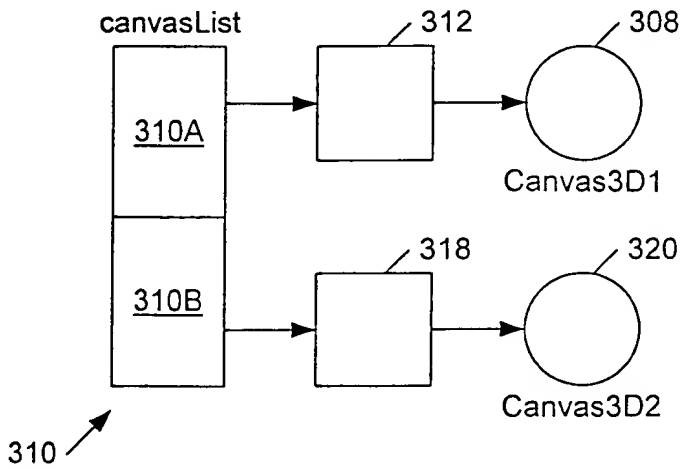
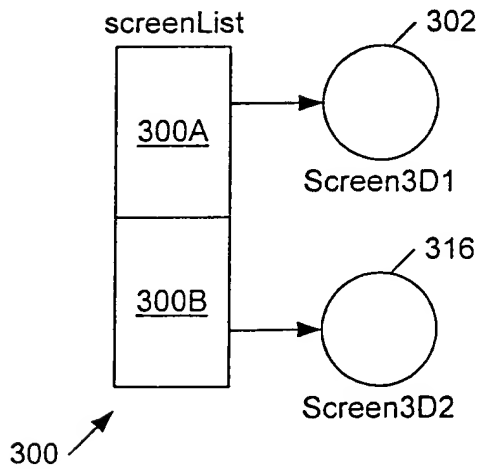




Case 1: One Canvas3D on one Screen3D



Case 2: Two Canvas3D's on one Screen3D



Case 3: Two Canvas3D's on two Screen3D's

FIG. 9

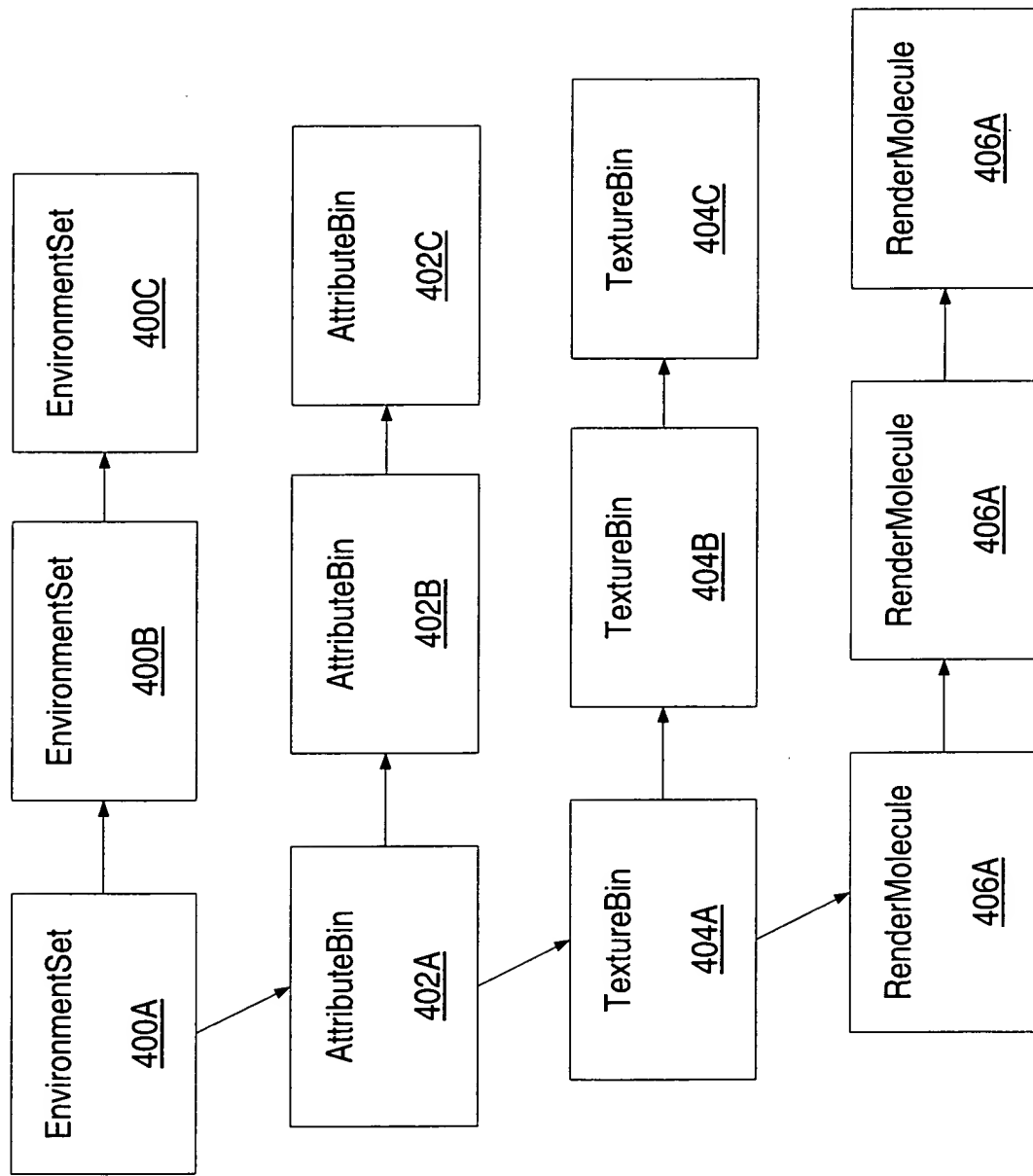


FIG. 10

Two Canvases On One Screen

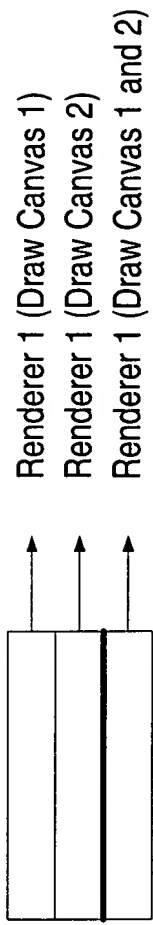


FIG. 11A

Two Canvases On Two Screens

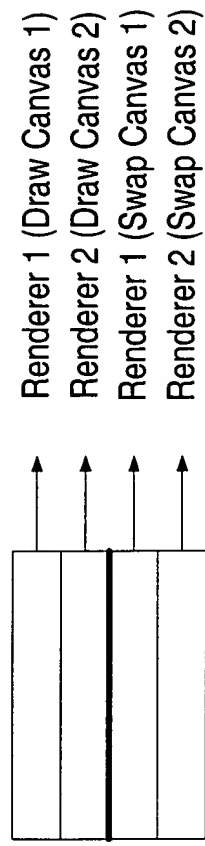


FIG. 11B